



Something Went Wrong

By Benjamin Gerber

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Special thanks to Sword and Bored for major critiques and Jason Hurst for character sheets!



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Something Went Wrong is a competitive fantasy Role Playing Game in which things go wrong.
Everyone's the GM and no one is, but not all at once.

A group of skilled adventurers go on one last adventure to secure their futures and fortunes.
Something they've all done, any number of times. And then something goes wrong.

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“I tell you, Grimm, Aoli and I have done this a thousand times! This wasn’t supposed to be any different. A few goblins, a troll or two and then treasure. Everything was going great! We were just about to enter the dungeon, and then something went wrong....”

What is an RPG?

Every RPG worth its salt has one of these so here we go. RPGs are games. Except you don’t win RPGs. They’re like books written without an author and not bound. And full of arguing over the rules of that universe. Or... really good community theatre.

Except this RPG. This one you *can* win. And it should be more like really bad community theatre.

The moment a player becomes the last living player in the group that player heroically defeats all remaining monsters and goes off to the pub to have many, many drinks and blab all about it.

This game is cleverly designed to be a fun one-off on those nights when you’re missing a player, want to have a fast, fun time, and get some use out of those maligned d12s. Enough of this! Let’s make some characters! Get your group together! All you’ll really need is a 6 sided die and a 12 sided die.

Character Creation

Oh boy! It’s time for everyone to make a character! A few notes on character creation.

Be creative, be fun, but don’t be too attached when you finish. Your masterfully created fantasy avatar has the same survival rate of a Hot Zone researcher who forgot their hazmat suit and just drank an Ebola fizzie.

Characters have stats which give the players and GM some idea what they’re good at.

Characters also have to choose a class. This represents how they should be doodled on the character sheet. And it also gives everyone some idea of what they are good at.

Characters also have loot. Characters with too much loot, primarily massive amounts of gold, will find themselves slowing down, dragging about all that money. The character with the largest stash of gold always goes last in the combat round. If two or more characters have an equally absurd amount of cash on them, they must convince the GM why they shouldn’t go last. The GMs word on this is final.

Each player has 4 stats which range in number from 1-4. Assign them starting with your primary stat at 4. Give your other stats 3, 2, and 1. Remember that it’s incredibly important to have numbers in your stats. Without numbered stats you will never be able to shout at other players or the GM about how wrong they are and put a sheet full of numbers in their faces.

Your primary stat should be whichever stat gives you the most joy. Or alternately, the one you hate the least.

The Stats

STR - good for picking up heavy things, hitting things hard and opening jars.

For each point of STR, add +1 to hit with melee weapons and +1 to damage.

INT - a must for spell-chuckers and brainy types.

For each point of INT, add +1 to a spell effect, subtract 1 from HP.

DEX - what you need to successfully balance on small things, throw small pointy things and not fall down.

For each point of DEX, add +1 to hit with ranged weapons and add 1 to your HP.

STAM - Useful for those who get hit a lot, like to run long distances and go for moonlit walks on the beach or tend to channel the divine power of the gods through their mortal bodies.

For each point of STAM, add +1 for divine spell effects, and add +1 to your HP.

HP = each character starts with a base of 10 HP.

Classes

Many fantasy games have multitudes of classes which all riff on the same basic things. *Something Went Wrong* keeps it simple. Call yourself whatever you want but here's how you'll be playing it.

Fighter - hits things. Fighters add +1 to their STR and have big muscles and stuff giving them +2 total HP.

Cleric - prays a lot. Clerics get their STAM in spells to cast in each encounter and get to heal 1 HP on anyone once a round, including themselves.

Wizard - does magic like woah. Wizards add +1 to their INT and they get to cast spells! They can cast 1 spell per round. Pointy hats optional.

Thief - steals stuff. Thieves get +1 to their ranged weapon combat and if they are standing behind what they're trying to hit, they do +1 damage with any combat. They also have cool black clothing.

Now that you've got some class, it's time to pick an alignment. Alignment Is a big word which really just means 'act like this'.

Alignment

Goody Two Shoes - You know that saying "Nice folks finish last"? Yeah, you're that person. **Your character cannot tell a lie.** It's a tough job, but someone's got to do it.

Rebellious with a big Heart - You use your right hand to make a giant “L” on your forehead towards authority figures, but still try to do the right thing. **Your character cannot follow instructions from other players.** If a player tells you to jag right, you’ll zig left.

Wishy-Washy - You’re not really a bad person. You’re not really a good person either. Mostly you just hang about and nod. **Your character cannot make suggestions to other characters.**

Neutral Greedy - Possession is 10 10ths of the law. **You will try your hardest to always get the loot.** Even if it’s not your loot to get.

Ethically Evil - Those who say there is no honor amongst thieves have probably recently been robbed. **Your Character will do bad things, and rationalize every evil action as actually being helpful to the victim.**

Scumbagian - You’re the one who pokes dragons with sticks just to make them irate. You steal candy from little babies. **Your character will always try to do the meanest, baddest thing possible.** You even double park sometimes.

Equipment

Being the professional adventurers that you are its assumed that you all have some pretty nifty equipment. Magic weapons, armor, neat boots and all that. Still, head all the way down to Appendix E and roll once on the loot table to determine what other stuff your Character may have. Characters may trade loot freely between encounters.

The character with the most Gold Pieces always goes last in any encounter. This is due to the fact that gold is not weightless and dragging it around is something of a chore.

Spells

Look, you didn’t become a wizard and spend all that time learning about magic and making runic carvings and whatnot just to have some book tell you what you can and can’t do, right? You want a fireball? Cool, take a fireball.

You want an expanding cloud of thistle-gnats, effervescing through your enemies nostrils? Whatever floats your boat. Be descriptive, be cool and it’s yours.

Spells that have damage work like this. If you’re a Wizard, it does your INT stat in damage - divided among as many monsters as you see fit, any way you see fit. If you’re a Cleric, use your STAM stat for damage. The visual effects of the spells are up to you.

If it’s a non-damaging spell, like Thundils Sticky Toast Spell, then have at it.

Holy Crap You’ve Made Your Character!

Well, that’s just about it. You’ve successfully created a character and are almost ready to play. There’s only one more step in character creation. Once everyone’s gotten their character worked out and are ready to go you should all sit at the game table. Fiddle with your dice a bit, order a pizza maybe and then take the character you lovingly hand crafted, and pass it to the person on your left.

Now you're ready to play.

Playing the Game

As seasoned adventurers every player succeeds in everything they try to do. Except when they don't. The only exception to this rule is hitting monsters with weapons or spells. For that you'll need to roll some dice.

Otherwise, if you'd like to pick that lock, go ahead! Want to knit the perfect throw rug? No problem! Going to disguise yourself as a seventy foot tall fire demon? Sure! Just remember that in this game, every success invites the fates (in this case, your GM, who just happens to be your fellow players) to send disaster.

GM Assignment

Who's the GM first? Everyone should volunteer, vote or assign one person to start as the GM. This person will not participate in the first round of the first encounter. They will get some XP to play around with this round. The GM will get XP equal to the number of players in this encounter. They may use this to roll on the Misabilities table.

If your character dies you may claim GM privilege and make yourself the next GM, regardless of turn order. If more than one character dies in a round, the player who lost a character first may invoke this privilege.

Encounters

Each group of monsters is known as an encounter. Encounters are clearly defined as "anything we say is an encounter". If the players so choose they may get up and move around the table after any encounter. If there is too much moving around going on, the GM may stop it by decreeing "moving has happened enough".

Initiating an Encounter

The lucky bastard who's picked first to be GM gets to initiate the first encounter. S/He rolls on the Random Encounter Table to determine what this is. Randomly. Or just, you know, roll some dice behind a screen and then pick the encounter you like best.

The GM should make some effort to set the scene. Describe the dungeon entrance or the room your party has just entered. Give some details about what the Monsters are doing and also set the mood. The mood should always be that of a well seasoned warrior looking over a shoulder towards the rest of the party and saying "This'll be easy!"

An encounter is over when everything listed in the encounter has been killed, tied up, banished to a distant plane of existence or otherwise no longer poses a threat to the party. Or, when all but one, or all of the party have died.

The Round

A round of play simulates approximately 5.67 seconds of actual time in-game. Each Round one of the players is considered stunned by all the bad mojo happening around them. They just can't believe that things are going this terribly, stupendously wrong. They also become the GM for that round. GMness goes clockwise around the table.

The character that will next be the GM (the one to the current GM's left) rolls initiative for the party. The GM rolls initiative for the monsters. Whoever gets the higher number wins. Ties must be re-rolled. Man, that's a lot of rolling. Let's move on.

The order of play for the characters starts with the one who rolled initiative and continues around the table clockwise. The exception to this rule is that the character loaded down with the most gold pieces always goes last.

As the characters and monsters go through their round of play they can each choose to do any or all of the following.

1. Take a non-combat action. This is where they do something non-combat related like yell a lot, do jazz hands, or something along those lines. It should be an action that takes no more than 2 seconds of real time, and does not involve combat or movement.
2. Move. Your character can move just about anywhere in the room in a single round. If you're outside, or the room is pretty large, keep it to 30 feet per round. This includes everything from standing up, running about, laying down or rolling around on the ground attempting to put out a fire on your person.
3. Take a combat action - this is the good stuff. Chop up your enemies, cast spells, do clericy things with little symbols and tiny vials of cloudy water.

Resolving combat. This is the easy bit. You roll a d6. The thing you're trying to hit rolls another d6. Add all the relative bonuses and subtract all the relative negatives to this number to determine the total for the character and the monster. If your number is larger you hit! If your number is equal or smaller, you miss.

Same goes for spells except it's called Resolving Magic. Magic is a volatile and rowdy form of energy. Not only must you bend it to your will, but you must overcome the will of your target as well. Roll them dice just like resolving combat. If you 'hit', your spell takes effect. If you 'miss', your spell has no effect.

Wizards can cast 1 spell per round. Clerics can also cast 1 spell per round, but can't exceed their maximum spells (equal to their STAM stat) in any one Encounter.

Damage

Meele/Range combat: If you're a Fighter, you do your STR in damage. If you're a cleric, you also do your STR in damage. Wizards and Thieves are wimpy. Wizards do 1 point of damage, Thieves do 2 points of damage. Thieves attacking from behind a monster, called Backstabbing, do an additional 2 points of damage. Don't forget to add bonuses and remove negatives.

Melee damage can only be applied to one monster. If you exceed a monster's HP in damage, you create extra gore for effect but do not damage other monsters.

Unarmed damage is always 1 point. Even the biggest fighter can only slap a dragon so hard. Bonuses from STR or Backstabbing do not apply to unarmed combat. This does not apply to monsters with natural weapons (GM's discretion).

Spells: Wizards do their INT in spell damage, divided among as many monsters as they see fit. Same for Clerics, but use their STAM stat.

The character assuming the role of GM is untouchable as a stunned character that also happens to have godlike, GM powers. GMs should be considerate and not touch themselves while being the GM.

Gaining Experience

Put your goggles on because it's time to get some XP flowing. How do you earn XP? Why, by the whim of the GM of course!

Killing things is easy. You've been offing orcs and mashing oozes for as long as you can remember. The hard part is actually learning something new. And when do you learn something new? When the GM says you do!

Each round, the GM has a number of XP equal to the number of people playing the game, minus 1. For example, if you have four people playing, the GM would have 3 XP to hand out this round. It is up to the GM of the round to hand out this XP. The GM must hand out all of the available XP by the end of the round. The GM cannot award XP to their own characters.

Losing XP

If you kill a character you lose 3 xp. If you do not have 3 xp to lose, you lose 3 HP. If you damage a character in this round you lose 1 xp. If you do not have 1 xp to lose, lose 1 HP. These penalties apply if the death or damage happens accidentally or on purpose.

Using XP

So what's this XP stuff for anyway? It's used while you are the GM to activate *Misabilities*.

As the GM of the round you'll take a quick look at your character sheet. This sheet will list the total XP your character has accumulated throughout the play session. You may spend as much of this XP as you like to activate the other player's Misabilities.

Misabilities can be activated by the GM any time a character successfully does... anything. Hitting a monster, killing a monster, knitting a scarf, opening a lock, casting a spell, healing or what have you. The GM can spend 1 XP point to activate 1 Misability and roll on the appropriate table. They can activate as many Misabilities as they have XP to spend. At any time, the GM can choose to roll on the Misabilities for Everyone tables.

Misabilities make you fail at things, spectacularly, after you've already succeeded. How does this work?

Need to swing a sword at that goblin to take him down? Great! You do that! Unfortunately he was also the only one stopping a trap from triggering. That wizard you just took down? He was in the middle of summoning a vastly powerful nether-daemon, which is now going to be completely uncontrolled. Good for you! You just picked that lock! Unfortunately, your lock-pick fell out of your hands as you were sliding it back into the case, bounced down a grate, through a longish pipe and into the big boss' eye, causing the big boss to irately run towards the party a bit earlier than expected.

If not otherwise stated, Misabilities last for the entire Encounter.

Appendix A - Misabilities Table

GMs may spend 1 XP point to roll on the Misabilities table. Do this after a character has successfully done something. Anything. Be creative. You may roll on the Misabilities tables once for every successful action taken by any character, provided you have the XP to spend.

Fighter Misabilities

1. The Common Fumble - whoops! You dropped your weapon! You must spend a non-combat action to retrieve it.
2. The Uncommon Fumble - whoops! You dropped your pants! - 2 to resolve combat or spell effects until you pull 'em up again. Pulling up your pants requires a full round.
3. Weak Knees - character goes prone inadvertently. You must spend a move action to stand up again.
4. Strained Back - you ain't getting any younger! -2 to resolve all combats this round.
5. Helm Slip - Blind! I'm Blind! You can attack freely, but must roll a d6 when you do. 1-3 you attack your enemy. 4-6, you attack the character to your right. You may spend a full round to fix your helm.
6. Head Injury - BAM! Suddenly, you're a wizard. You believe you can cast spells. You actually cannot. You hit like a little wizard too, doing 1 point of damage (plus any STR bonuses).
7. Overzealous Swing - The next attack you make will kill the enemy. And continue on to do 1 point of damage to every member of your party, ending finally in your own spleen, doing 1 point of damage to you.
8. Monologuing! The monsters catch you going into a deep monologue about your role as a stone cold killer. Take 1 point of damage.
9. Heroic charge! Sadly, it's in the wrong direction. You will be absent in the next combat round.
10. GM's pick.
11. Color Coordination Problem. You realize in mid-combat that your gloves just do not match your boots! -1 to resolving all combats this round, and -1 damage as every time you swing to hit, you see your gloves out of the corner of your eye and get distracted.
12. Your other left! You mistakenly attack the player on your left. It's okay though, they owed you money. Also collect 1,000 gold pieces.

Wizard Misabilities

1. Mumbles - that last incantation didn't come out quite right. You accidentally a word! Who knew fireballs could be purple? Roll a d6. On a 1-5 you cast it on the Character to your right. On a 6, you cast it on yourself.

2. Wait. You didn't say Magic Thistle? The powers of magic mishear you. No spell casting next round for anyone in your party (including Clerics) as they sort things out.
3. Magic bleeds through. Suddenly 1,000 gold pieces materialize in your belt pouch.
4. Drop your scroll. It was supposed to be secured up your sleeve! No spell casting this round and you must spend a non-combat action to pick up the scroll.
5. Distracted by a runic carving! -2 to resolve magic this round.
6. Nosebleed! These just happen sometimes. -2 to resolve magic or combat this round. -1 HP.
7. Don't hit me! You back rapidly out of combat – move 10 feet away from the furthest monster and quake in fear for a bit. You may not use any combat actions in the next round.
8. You spot an endangered striped warbler! Spend one full round specimen collecting. You may take no other actions.
9. The stars have aligned! While busy trying not to get hit by anything sharp, hard or heavy, you find 1,000 gold pieces just lying on the floor.
10. GM's pick.
11. Your collection of ancient fortune telling runes spills on the ground and spells out "Duck!" You do so. You may take no combat actions this round.
12. You are mistaken for a Bard. Why does this keep happening? -1 HP. Freaking Bards.

Cleric Misabilities

1. Holy Crap! You have angered the gods. Or eaten a bad batch of iron rations. Possibly both. You soil your armor - 1 to resolve all combats.
2. Rectum? It nearly killed him! A healing attempt has gone horribly wrong. The players to both the sides of the character each receive 1 point of damage.
3. You blaspheme! Lose 1 HP as your god swats at you as if you were a bug.
4. Too much power! The gods have answered your call! Cast a free offensive spell on the enemy then cast it again on any member of your party, including yourself.
5. Dodge, parry, thrust... you accidentally thwap yourself with your own weapon. Take 1 HP of damage.
6. You suddenly realize that you're using an edged weapon, which is forbidden! Throw it from yourself! Roll a d6. 1-3, you must draw a new weapon, use a non-combat action. 4-6 you hit the character to your left with your weapon, inflicting your full damage and then must draw a new weapon.
7. The common fumble. Whoops! You dropped your weapon. You must spend one non-combat action to retrieve it. If your character curses, also take 1 HP in damage from your god.
8. A monster, realizing you are a Cleric, asks for First Rites. -2 to resolve all combat or magic this round while you work this one out in your head.
9. Your god chooses this moment to speak directly to you about a new edict concerning the treatment of linens that have been dyed yellow. You must yell "Yellow!" before taking any actions for the rest of this encounter. If you do not, your action automatically fails.
10. GM's pick.
11. You have been richly rewarded! If you have lost any HP, gain 1 HP. Also, gain 2,000 gold pieces as your god smiles favorably on your belt pouch.
12. Your prayers have fallen on deaf ears. You are forced to shout loudly at your god, causing any monsters attacking you to do so with a +1 to resolve combat or spells.

Thief Misabilities

1. Nose, not pocket. That's not a pocket! You just picked it out of habit. -1 to all combat resolutions as you are grossed out.

2. Trip! You fall over. You must spend move action to stand up again.
3. I'll just sneak over here, pick that...oooh! Shiny! You've snatched a solid gold idol of the Holy Tomato! It's worth 1,000 GP.
4. Out of the corner of your eye, you see that damned assassin who's been following you around! You immediately spring into the air, execute a full forward flip, and land directly on the character to your right. You both fall to the ground, prone. Spend a move action to stand up.
5. You notice a hole in your tights and are thoroughly embarrassed. You may only attack with one hand while covering the hole. -1 to resolve all combat actions and you may not backstab.
6. You pull your groin as you are aiming for the perfect shot! -2 to resolve any ranged combat.
7. You use your tumbling abilities to tumble about which impresses the monsters to no end. You then begin an impromptu puppet show and juggling act. You may not do any combat actions in the next round, and must spend your non-combat action juggling with puppets.
8. You prowl into the darkness quite successfully! The only problem is, if you move, they'll all see you. You may not take any actions in the next round, nor will you be attacked by any monsters.
9. You backstab your next foe! It dies! Unfortunately your powerful attack travels right through the hapless monster and you frontstab the character to your right doing 1 HP of damage.
10. GM's pick.
11. You discover and disarm a trap! This was a lure for another, more insidious trap which you also discover and disarm! Unfortunately, the third layer of trap eluded you. You take 1 HP of damage. If any other characters laugh at this, they also take 1 HP of damage.
12. You picked a pocket! Gain 2,000 gold pieces.

Misabilities for everyone!

Roll on this table when the others become boring, or on a whim.

1. Critical Hit! You must now criticize every other player's attack attempts. Note how little damage they did, and laugh out loud when they miss. You must do this until you are attacked by a character. The first Character to attack you suffers no XP or HP penalties.
2. It's a trap! You fall in to a trap, and take 1 HP of damage. Someone else in the party can pull you out by taking a non-combat action. If you are not pulled out of the trap, you must spend a full round climbing out.
3. You trip on a marble and suddenly find yourself prone, with your weapon 30 feet away from you. Spend a move action to stand up and another to retrieve your weapon.
4. A dwarf saunters by with a beer cart. The entire Encounter takes a break for 15 minutes. Re-roll Initiative and start over regardless of where the round was.
5. You are suddenly struck by a crazy idea that just might save everyone! Turns out it was just a crazy idea. Every monster and character takes 1 HP of damage.
6. Mosquitos seem to be drawn to you. Also, dragons seem to be drawn to you. Suddenly a Freaking Huge monster (dragon) appears in the midst of the fray and will attempt to attack you this first round.
7. You step in dog poo – at least, you hope its dog poo. -1 to resolve all combat and magic actions for the next round.
8. GM – start rolling a lot of dice. Whenever this character does anything, and I mean *anything*, roll a lot more dice. Smile a lot while you're doing it. Even pause the game for a moment to dig out some more dice.
9. You step on a Glyph of Warding, whatever the hell that is. Some guy named Ward suddenly wants to stab you real bad. He's a Medium monster.
10. Your mother appears with your laundry, gives everyone a stern look and admonishes you to hold back a bit on the hot sauce. Every other character suffers a -1 to resolve combat this round.

11. A wild Groggnard appears! It's a Freaking Huge monster and everything involved in this encounter is compelled to attack it until its dead. This includes characters and monsters.
12. Roll twice on this table. If you get this result again, ignore it.

Appendix 2 – Monsters

Monsters come in three classes - small, medium and freaking huge.

Small monsters do 1 pt of damage per hit and have 3 HP. They have no pluses to hit.

Medium monsters do 2 pts of damage per hit and have 5 HP and +2 to hit. Some Medium monsters can cast spells. If they do, they do 2 pts of spell damage and can cast only 1 spell per encounter.

Freaking Huge monsters do 5 pts of damage per hit and have 12 HP and +5 to hit. Some Freaking Huge monsters cast spells. Actually, most of them do but it can be embarrassing at monster gatherings, so a few keep it under wraps. If they do, they do 3 points of spell damage, and can cast enough spells to keep the party on their toes.

Some examples of Small monsters: goblins, imps, faeries, largish wombats, irate toddlers, giant wasps, tiny giants, elves.

Some examples of Medium monsters: humans, orcs, crocodiles, circus clowns, ambulatory rocks, young dragons, gnolls and anything else not copyrighted.

Some examples of Freaking Huge monsters: dragons, rocs, sentient houses, elephants, giants, that huge pumpkin from the state fair.

Burst Appendix - Encounter Tables

Roll on the below encounter table with a 12 sided die. Also, as a GM, feel free to make up an encounter off the cuff. Be creative! Be mean! But remember, you won't be the GM forever.

1. The party encounters 1 small monster and 1 medium monster.
2. The party encounters 2 small monsters. They will attempt to run away.
3. The party encounters 1 Freaking Huge monster, doing laundry and looking mildly confused at being disturbed.
4. The party encounters 9 small monsters, in a knitting circle.
5. The party encounters 1 Freaking Huge monster, 2 Medium monsters and 4 small monsters.
6. The party encounters oh hell, just make something up.
7. The party encounters 5 Medium monsters and 4 Small monsters and a partridge. In a pear tree.
8. The party encounters one very lonely and afraid Small monster. It's name is Howard.
9. The party encounters 3 Small monsters and 2 Freaking Huge monsters.
10. Monster mash - the party encounters 12 Small monsters, all dancing around 1 Freaking Huge Monster.
11. The party encounters 8 Medium monsters who really, really want to chat about the newest Dr. Who episode.
12. The party encounters 4 Small, 4 Medium and 4 Freaking Huge monsters. This could hurt.

Appendix E - Loot

Magical Weapons: Look, we're all adventurers here, right? You've got a magic weapon. I've got a magic weapon. That cave goblin has a magic weapon. Your little sister's best friend Herbert has a magic weapon.

Let's all just agree that magic weapons are the bread and butter of seasoned adventurers the world over. They pretty much cancel each other out, don't really have a good resale value and frankly, any vaguely skilled kobold or dwarf can crank them out by the dozen.

We're not after magic weapons here. What we are after is gold. Beautiful, extremely dense and heavy gold. That and potions, which help keep us all alive long enough to haul seven hundred pounds of gold pieces out of a deep and well-lit dungeon. A few magic items are also above and beyond the run of the mill vorpal swords and glowing armor. You may not wear or use two of the same magical items at the same time. GMs, feel free to change up item descriptions and powers!

Here's the loot table. It should be rolled on once by every character at character creation, and then again by every character every time an Encounter is finished. If a player has only GMed an encounter and has not played in it (the Monsters were killed in one round), they do not roll on the Loot table for that encounter. Loot is never cursed or harmful to characters. There's enough of that going on already.

1. Healing Potion. Roll a d12, add +2 to your roll. Announce your roll to the party, then your Character heals 1 point.
2. Potion of Fireball. It's labeled "Do not drink!" Throw it at a monster, or a group of monsters. It does 4 points of magic damage to those monsters, divided as you see fit.
3. Boots of ass kicking. Allows you to kick monsters in the derriere. Give yourself an additional attack every round, doing 1 point of melee damage. STR bonuses apply. If monsters don't have a derriere, just aim for the generally agreed upon area.
4. Ring of Roundness. Shiny! Allows wizards to add +1 to their spell damage with every spell they cast.
5. Ultra Jet-Black Dagger of Masterful Stabbing. If you stab a monster in the back with this, do 1 extra point of damage. If you stab it in the front, also do 1 extra point of damage. Side stabbing resolved as normal.
6. Holy Water of Blessed Holiness. Somehow this vial contains water that looks a bit like swiss cheese. With strange holes in it, and a bit off in color. Splash it on a monster, and it does 2 points of spell damage. If you are a cleric, it does 3 points of spell damage. If you are a fighter and accidentally drink it, it tastes like cheese.
7. 30,000 gold pieces. Woo! You are set for life! Of course, this weighs roughly six hundred pounds. But you won't let a little thing like that stop you from retiring as rich as a king! You now go last in every round of combat. If other people also go last, argue with the GM until you go less last. The GM's word on who actually goes last is final.
8. Girdle of Why Would An Adventurer Wear A Girdle. Anyone wearing this girdle (and if you own it, you're wearing it) gets a +1 to resolve combats. You must do jazz hands while resolving combats for this bonus to take effect.
9. 10,000 gold pieces. Not quite a full retirement fund, but still, it will be nice around the holidays! You now go last as you lug around 200 pounds of pure cash, unless someone else has more money on them.

10. Giant Axe of Hackery. If you have a STR of 3 or higher, you may use this axe in combat. It gives you +1 to hit, and +1 to damage. It also has skulls and stuff on it, and looks a bit like a Meatloaf album cover.

11. 1,000 gold pieces. Meh. You could get a latte. Shove it into your pockets where its weight drags down at your pants. You now go last in the combat round unless someone else has more gold in their pockets.

12. Just make something cool up. You're the GM, do something for once and stop relying on all these tables.